

Jason Fishel

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New York, NY

<http://fishelportfolio.weebly.com/>

EDUCATION

Columbia College Chicago

Degree Conferred December 2019

Bachelor of Arts in Game Design - Chicago, IL

SOUND DESIGN AND MUSIC COMPOSITION EXPERIENCE

Audio Designer, Mixer, & Music Composer

August 2023 - Present

[P1] Virtual Civilization Initiative

- Collaborate with a team of audio designers and music composers to develop SFX and music compositions for the “Skyjellies” video game using Logic X.
- Communicate proactively with collaborators using App Discord, Trello, and Miro to ensure timely project completion and to provide project updates.
- Provide constructive feedback to collaborators on sound assets.

Freelance Audio Designer & Mixer

September 2015 - Present

- Collaborate with rap artist, Lylantz, on reformatting and repurposing instrumentals for “Skyscape” EP (eight tracks), including integrating feedback and delivering assets on time.
- Collaborate with a team of sound designers and composers to produce audio assets and music compositions, using Logic X, to prepare the “Kakatte Koi Yo!” video game for sale on Steam.
- Utilize customer briefs and feedback to create instrumental tracks for vocalists on Fiverr.

Post-Production Audio Lead

February - May 2019

Flightless Bird Creative Video Production Company - Chicago, IL

- Led post-production sound design and collaborated with a cross-functional team to produce two web comedy sketches and one commercial, including mixing vocals against music, creating SFX and ambiance, and managing final project audio for final mixdown and mastering using Pro Tools and Logic X.
- Collaborated closely with the Flightless Bird team, including proactively communicating project updates via Frame.io and Slack, and integrating feedback in a timely manner.

Intern

May - August 2018

Comma Music - Chicago, IL

- Oversaw sound design for commercial projects from conceptualization to delivery; clients included the NBA, McDonald’s, and Apple.
- Gained expertise in Ozone 7 for audio mastering and project management.
- Developed advanced audio mixing skills, including mixing layers of an instrumental composition along with VO and sound effects in Pro Tools, to make impactful commercials.

Intern

August - October 2017

Private Stock Studios - Chicago, IL

- Gained expertise in vocal mixing and processing for hip-hop, R&B, and pop music, including collaboration with vocalists and final product delivery.

OTHER PROFESSIONAL EXPERIENCE

Closing Team Member

July 2020 - Present

Target - White Plains, NY

- Provide excellent customer service, including welcoming and assisting guests with locating products, to improve the shopping experience and increase sales.
- Collaborate closely with fellow team members and supervisors, including frequently communicating product display issues.
- Conduct customer transactions, organize and stock items, and assist with closing duties.
- Received recognition as a reliable and responsible team member, resulting in increased closing responsibilities.
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Recovery Counselor

May 2022 - September 2023

Mental Health Association of Westchester (MHA) - White Plains, NY

- Successfully completed the MHA Peer Support Training and achieved a New York Peer Specialist-Provisional Certification.
- Collaborated with a team of three recovery counselors to provide rehabilitative services to adults following inpatient mental health treatment, including individuals receiving residential treatment as well as the planned respite guests.
- Planned and led support groups, conducted wellness checks, and facilitated participants' generalization of independent living skills.
- Provided individual support to participants using a kind, patient, and professional demeanor.
- Provided administrative support including documenting participants' engagement and progress.

SKILLS

- **Audio Editing/Video Editing Applications:** Logic Pro, GarageBand, Pro Tools, iMovie, Adobe Premiere Elements
- **Game Design Applications:** Unity, Fmod
- **Digital Design Applications:** Adobe Photoshop, Adobe Illustrator, Autodesk 3DS Max and Autodesk Maya
- **Collaborative Applications:** Discord, Trello, Miro, Itch, Slack
- **Administrative Applications:** Microsoft Word, Microsoft PowerPoint, Google Cloud Apps
- **Other:** Auditory-Tactile Synesthete, Mirror-Touch Synesthete